

# Eli Wynn

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## EDUCATION

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### University of Ottawa

Ottawa, ON

*Honours Bachelor of Science in Computer Science*

*Sep. 2021 – Dec. 2025*

- Relevant Coursework: Data Structures & Algorithms, Databases, Operating Systems, Distributed Systems, Networking (TCP/IP), Real-Time Systems, Cryptography

## EXPERIENCE

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### Mavericks VFX

Toronto, ON

*Software Developer Intern*

*May 2022 – Aug. 2024 (3 x 4-month co-op terms)*

- Developed and maintained production application components in Python and Flask, writing unit and integration tests, participating in code reviews, and resolving defects against defined quality standards throughout the development lifecycle.
- Designed and implemented workflow automation by integrating the ShotGrid and Slack APIs, iterating based on real usage feedback from internal teams to ensure reliability and correctness.
- Containerized and deployed internal tools via CI/CD pipelines using Docker and Git, adhering to SDLC best practices and maintaining consistent build, test, and release workflows.
- Authored and maintained technical documentation in Confluence and tracked tasks and defects in Jira, supporting knowledge transfer and consistent engineering standards across the team.
- Participated in Agile Scrum ceremonies, collaborating with cross-functional stakeholders to gather requirements and deliver iterative improvements on schedule.

### AdaCore

Ottawa, ON

*Software Engineer – Capstone Project*

*Jan. 2025 – Apr. 2025*

- Developed, tested, and documented a production-quality cross-platform software library in Ada with full unit test coverage, adhering to strict standards for correctness and memory safety.
- Collaborated with stakeholders through iterative development, producing engineering documentation and delivering a complete solution including an IDE integration under a real deadline.

## PROJECTS

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### Multithreaded Chat Server | *Java, Sockets, Multithreading, JUnit*

Mar. 2026

- Designed a concurrent backend server in Java with OOP principles and thread-safe data structures; wrote comprehensive JUnit unit and integration tests targeting race conditions and failure modes under load.
- Applied a quality-first engineering approach throughout — verifying correctness, reliability, and thread-safety systematically before each iteration.

### Job Scraping and Aggregation Service | *Python, Node.js, Express, PostgreSQL*

Jan. 2026

- Built a distributed backend service to automate scraping, normalization, and aggregation of data from multiple sources into a searchable RESTful API backed by a PostgreSQL relational database.
- Implemented rate limiting, caching, and structured error handling for production robustness; documented all API endpoints and maintained logs to support debugging and quality assurance.

### Pokédex Web App | *React, Node.js, Express, JavaScript, REST/JSON, Docker*

2025

- Prototyped and built a full-stack application using React and a Node.js/Express REST API proxy; deployed frontend to Vercel and backend to Render with CI/CD auto-deploy on push.
- Optimized performance with React Context for frontend caching and `node-cache` on the backend, reducing repeat API calls and enabling measurably faster load times.

## TECHNICAL SKILLS

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**Languages:** Python, JavaScript/TypeScript, Java, C/C++, Go, SQL, Ada

**Backend & APIs:** Node.js, Express, Flask, REST API design, API integration, rate limiting, caching

**Frontend:** React, HTML, CSS, Vite/Webpack

**Databases:** PostgreSQL, MySQL

**DevOps & Tooling:** Docker, Git, CI/CD, Linux, Azure, AWS

**Practices:** OO Design, Unit/Integration Testing (JUnit), Agile/Scrum, SDLC, Confluence, Jira